

IN THE CLAIMS

The pending claims are presented below for ease of reference only. No amendments have been made.

1-30. (Canceled)

31. (Previously Presented) A system for electronic gaming at locations remote from a gaming source authorized to host gaming services, comprising:

a broadcast station arranged to transmit game play signals in accordance with instructions from the gaming source; and

a remote gaming device having a memory arranged to store location data defining an authorized gaming area for the gaming source, the remote gaming device further having a location determination system arranged to determine a physical location of the remote gaming device,

wherein the remote gaming device is placed in an active condition for game play using the game play signals when the physical location of the remote gaming device is within the authorized gaming area.

32. (Previously Presented) The system of claim 31, wherein the location data is determined based on a registration location of the remote gaming device.

33. (Previously Presented) The system of claim 31, wherein the location data is provided to the remote gaming device in response to registration of the remote gaming device.

34. (Previously Presented) The system of claim 31, the remote gaming device further comprising:
- a receiver arranged to receive the game play signals;
 - a processor operatively connected to the receiver; and
 - instructions, stored in memory and executable by the processor, arranged to cause graphical images depicting game play to be displayed on a display of the remote gaming device.
35. (Previously Presented) The system of claim 34, wherein the location determination system is operatively connected to the receiver.
36. (Previously Presented) The system of claim 31, the remote gaming device further comprising:
- a GPS device, wherein the location determination system is further arranged to determine the physical location of the remote gaming device based on an output of the GPS device.
37. (Previously Presented) The system of claim 31, wherein the location determination system is further arranged to determine the physical location of the remote gaming device based on radio frequency triangulation telemetry tracking.
38. (Previously Presented) The system of claim 37, wherein data for the radio frequency

triangulation telemetry tracking is received from the broadcast station.

39. (Previously Presented) The system of claim 31, wherein the game play signals are broadcast on a band selected from the group consisting of an FM band, an AM band, a television band, a satellite band, and a cellular band.
40. (Previously Presented) The system of claim 31, wherein the remote gaming device is arranged as a smart card.
41. (Previously Presented) The system of claim 31, wherein the remote gaming device is arranged as a stand-alone purpose-built electronic gaming device.
42. (Previously Presented) A method of facilitating electronic gaming at locations remote from a gaming source authorized to host gaming services, comprising:
 - activating a remote gaming device, wherein the activating includes providing to the remote gaming device location data defining an authorized gaming area for the gaming source; and
 - broadcasting to the remote gaming device game play signals in accordance with instructions from the gaming source,wherein the remote gaming device is placed in an active condition for game play using the game play signals when a physical location of the remote gaming device is within the authorized gaming area.

43. (Previously Presented) The method of claim 42, wherein the physical location of the remote gaming device is determined by the remote gaming device.
44. (Previously Presented) The method of claim 42, wherein the location data is determined based on a registration location of the remote gaming device.
45. (Previously Presented) A method of electronic game play at location remote from a gaming source authorized to host gaming services, comprising:
- receiving and storing with a remote gaming device location data defining an authorized gaming area for the gaming source;
 - determining with the remote gaming device a physical location of the remote gaming device;
 - receiving with the remote gaming device game play signals broadcasted in accordance with instructions from the gaming source; and
 - enabling game play using the game play signals when the physical location of the remote gaming device is within the authorized gaming area.
46. (Previously Presented) The method of claim 45, wherein the location data is determined based on a registration location of the remote gaming device.
47. (Previously Presented) The method of claim 45, wherein the physical location of the remote gaming device is determined using a GPS device.

48. (Previously Presented) The method of claim 45, wherein the physical location of the remote gaming device is determined based on radio frequency triangulation telemetry tracking.
49. (Previously Presented) The method of claim 45, the enabling game play comprising:
displaying graphical images on a display of the remote gaming device.